



1850 Pts - Orks - TSHFT Best General

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Big Mek (1⁺, 85 pts)												
Big Mek	1		4	2	4	4	2	3	3	8	6+	85
Infantry; Independant Character (p34 & p97 C:O); Choppa; Kustom Force Field; Furious Charge; Mob Rule; Waaagh!; Mek's Tools												
Elite: Lootas (15⁺, 225 pts)												
Lootas	15		4	2	3	4	1	2	2	7	6+	225
Infantry (p43 & p100 C:O); Defffguns; Furious Charge; Mob Rule; Waaagh!												
Troops: Gretchin (11⁺, 40 pts)												
Gretchin	10		2	3	2	2	1	2	1	5	-	40
Infantry (p50 & p100 C:O); Grot Blasta; It's a Grot's Life												
Runtherd	1		4	2	3	4	1	2	2/3	7	6+	[10]
Infantry (p50 & p100 C:O); Grabba Stikk (x1); Slugga; Furious Charge; Squig Hound												
Troops: Boyz (30⁺, 245 pts)												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	245
Infantry (p40 & p100 C:O); Choppa & Slugga; Rokkit Launcha (x3); Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
Infantry (p40 & p100 C:O); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!												
Troops: Boyz (30⁺, 245 pts)												
Boyz	29		4	2	3	4	1	2	2/3	7	6+	245
Infantry (p40 & p100 C:O); Choppa & Slugga; Rokkit Launcha (x3); Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[41]
Infantry (p40 & p100 C:O); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!												
Troops: Boyz (13⁺, 152 pts)												
Boyz	11		4	2	3	4	1	2	2/3	7	6+	152
Infantry (p40 & p100 C:O); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
Infantry (p40 & p100 C:O); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!; Bosspole												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10										[40]
Fast; Open-Topped; Ramshackle (p41 & p100 C:O); Big Shoota (x1); Reinforced Ram												
Troops: Boyz (13⁺, 152 pts)												
Boyz	11		4	2	3	4	1	2	2/3	7	6+	152
Infantry (p40 & p100 C:O); Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[46]
Infantry (p40 & p100 C:O); Power Klaw; Slugga; Furious Charge; Mob Rule; Waaagh!; Bosspole												
Trukk	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10										[40]
Fast; Open-Topped; Ramshackle (p41 & p100 C:O); Big Shoota (x1); Reinforced Ram												
Fast Attack: Warbuggies (2⁺, 70 pts)												
Warbuggies	1	Grp:										70
p49 & p101 C:O												
Warbuggy	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10										[35]
Fast; Open Topped (p49 & p101 C:O); Twin Linked Rokkit Launcha												
Warbuggy	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10										[35]
Fast; Open Topped (p49 & p101 C:O); Twin Linked Rokkit Launcha												
Fast Attack: Stormboyz (15⁺, 220 pts)												
Stormboyz	14		4	2	3	4	1	2	2/3	7	6+	220
Jump Infantry (p47 & p101 C:O); Choppa; Slugga; Stikkbombs; Furious Charge; Mob Rule; Rokkit Pack												
Stormboyz Nob	1		4	2	4/8	4	2	3/1	3	7	6+	[52]
Infantry (p40 & p100 C:O); Power Klaw; Slugga; Stikkbombs; Furious Charge; Mob Rule; Bosspole; Rokkit Pack												
Heavy Support: Lobba Battery (6⁺, 81 pts)												
Lobba Battery	1	Grp:										81
Artillery (p51 & p103 C:O); Lobba (x3); Ammo Runt (x2)												
Gretchin	6		2	3	2	2	1	2	1	5	-	[0]
Infantry (p50 & p100 C:O)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Killer Kans (3⁺, 150 pts)												
Killer Kans	3	Grp: 	WS: 2	BS: 3	St: 5/10	In: 2	At: 2	FA: 11	SA: 11	RA: 10		150
Walker (p53 & 102 C:O); Dreadnought CCW; Rokkit Launcha (x3)												
Heavy Support: Battlewagon (1⁺, 185 pts)												
Battlewagon	1	Grp: 	BS: 2	FA: 14	SA: 12	RA: 10						185
Tank; Open Topped; Transport 20 or 12 (p55 & 102 C:O); Big Shoota (x3); Killkannon; 'Ard Case; Reinforced Ram												
Total Cost:											1850	

Option Footnotes	
Add Units	
Ammo Runt	Reroll one to hit roll (p92 C:O)
Skills	
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
It's a Grot's Life	If crossing a minefield remove 3D3 Gretchin and the minefield (p50 C:O)
Mob Rule	May use number in mob instead of leadership (p31 C:O)
Waaagh!	All friendly units have 'fleet of foot' for one turn (additional rules apply p31 C:O)
Vehicle Upgrades	
'Ard Case	No longer open topped (p93 C:O)
Reinforced Ram	May Tank Shock, Add +2 to front armour for Death or Glory, Re-roll Dangerous Terrain tests (p93 C:O)
Wargear	
Bosspole	May re-roll failed Morale test but unit takes a wound (p92 C:O)
Kustom Force Field	5+ cover save, obscures vehicles (p34 C:O)
Mek's Tools	When repairing on a 4+ the damage result is negated. On a 1 the vehicle is shaken (p34 C:O)
Rokkit Pack	Every time the unit moves roll a d6, on a 1 remove a model. You may add the rolled distance to amount you moved this turn. (p47 C:O)
Squig Hound	Reroll failed Morale test, remove D3 Gretchin (p50 C:O)
Weapons	
Big Shoota	R36"; S5; AP5; Assault 3 (p89 C:O)
Choppa	If used with another close combat weapon, +1 attack in close combat.
Choppa & Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Defffguns	R48"; S7; AP4; Heavy D3 (p43 C:O)
Dreadnought CCW	
Grabba Stikk	Single model loses one attack (p50 C:O)
Grot Blasta	R12"; S3; AP-; Assault 1 (p50 C:O)
Killkannon	R24"; S7; AP3; Ordnance 1; Large Blast (p55 C:O)
Lobba	G48"; S5; AP5; Heavy 1; Blast (p51 C:O)
Power Klaw	Ignores armour saves, increases strength in close combat.
Rokkit Launcha	R24"; S8; AP3; Assault 1 (p89 C:O)
Slugga	R12"; S4; AP6; Pistol (p91 C:O)
Stikkbombs	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Twin Linked Rokkit Launcha	R24"; S8; AP3; Assault 1; Linked (p89 C:O)

Roster Design Information

Mixed Armour (p5)
 Ork Mob Rule - Mobbing Up (p5)
 The Power of the Waagh (p6)
 Gretchin Mobs (p6)

Roster Statistics

% Elite: 12.2
 % Fast: 15.7
 % Heavy: 22.5
 % HQ: 4.6
 Model Count: 142
 % Troops: 45.1
 % Wargear: 0.0
 Files version: 1.03